

IN THE CLAIMS

Please amend the claims as follows:

1. (Original) A distributed computer system comprising:
a source of a data stream providing a series of time division multiplexed packets, ones of which contain auxiliary data that represent a video program, and others of which represent a distributed computing application associated with said video program, and wherein said distributed computing application is repetitively transmitted independent of receiving client computer apparatus during times that said video program is transmitted;
a client computer, which includes a packet selector connected to said source for selecting and directing packets containing said auxiliary data representing said video program to a video signal processor and selecting and directing packets containing said associated distributed computing application to a further processor; and
said further processor including means to assemble said distributed computing application and execute said distributed computing application to form an interactive video program in which execution of said distributed computing application alters said video program.
2. (Original) The distributed computer system of claim 1 wherein said further processor includes a graphics adapter for creating graphical images and interactively combining said graphical images with said video program.
3. (Original) The distributed computer system of claim 1 wherein said video program is a television program and said further processor includes a graphics adapter for creating graphical images and interactively combining said graphical images with said television program.
4. (Original) The distributed computer system of claim 1 wherein said further processor includes a sound adapter for creating synthesized sound and interactively combining said synthesized sound with said video program.

5. (Original) The distributed computer system of claim 1 wherein said further processor includes memory for storing program controls and responsive thereto requests of said packet selector a code and/or data module from the data stream.

6. (Original) A distributed computer system comprising:

a source of a time division multiplexed packet signal including a plurality of distributed computing applications, each distributed computing application being repetitively transmitted independent of receiving client computer apparatus, and each of said distributed computing applications being in a form of a series of packets;

a first one of packets of a respective series containing data representing an executable code module and including identification information indicating that the first one of packets of said series contains data representing said executable code module;

a second one of packets of the series contains data representing a data module and includes identification information indicating that said second one of packets contains data representing the data module; and

a third one of packets of the series contains auxiliary data and includes identification information indicating that the third one of packets contains auxiliary data;

a client computer including a data receiver for selecting packets of one of the plurality of distributed computing applications, and extracting the corresponding distributed computing application representative data included in the selected packets and applying it to computer program controlled apparatus for executing the extracted distributed computing application, said data receiver extracting auxiliary data from auxiliary packets in the data stream and supplying it to an auxiliary data processor.

7. (Original) A distributed computer system comprising:

a data stream source producing a data stream including a series of packets representing a plurality of time division multiplexed signals, one of said signals including data representing a distributed computing application, which distributed computing application is repetitively transmitted independent of receiving client computer apparatus, and at least one of the packets of the signal representing the distributed computing application includes a directory module containing information inter-relating packets associated with said distributed computing application;

a client computer, receiving the data stream, extracting the distributed computing application representative data from the data stream, and executing the extracted distributed computing application; and wherein

the client computer extracts said directory module from the data stream and using data contained in the directory module extracts packets associated with said distributed computing application and builds said distributed computing application and executes said distributed computing application.

8. (Original) The computer system of claim 7, wherein:

a first one of the series of packets contains data representing an executable code module and includes identification information indicating that the first one of the series of packets contains data representing an executable code module;

a second one of the series of packets contains data representing a data module and includes identification information indicating that the second one of the series of packets contains data representing a data module;

a third one of the series of packets contains data representing said directory module inter-relating respective transmitted modules associated with a single distributed computing application, and includes identification information indicating that the third one of the series of packets contains data representing said directory module; and

a fourth one of the series of packets contains auxiliary data and includes identification information indicating that the fourth one of the series of packets contains auxiliary data.

9. (Original) In a distributed computer system, a client computer, comprising:

an input terminal for receiving a packet data stream including packets of video signal time multiplexed with packets of data representing a distributed computing application which distributed computing application is repetitively transmitted independently of said client computer and at least one of the packets representing the distributed computing application includes a directory containing information inter-relating ones of the packets containing said distributed computing application;

a data stream receiver, coupled to said input terminal, for receiving the data stream, providing separate data streams of said video signal and said distributed computing application, extracting said directory packet and responsive to the directory, extracting packets containing said distributed computing application representative data; and

a processing unit, coupled to the data stream receiver, for assembling said distributed computing application and executing the distributed computing application comprising:

a system bus;

read/write memory, coupled to the system bus;

a data stream input/output adapter, coupled between the data stream receiver and the system bus, for receiving the extracted distributed computing application representative data from the data stream receiver, and storing it in the read/write memory, and having a control output terminal coupled to the selection control input terminal of the data stream selector, for producing the selection control signal; and

a processor, coupled to the system bus, for controlling the data stream input/output device to generate a selection control signal selecting a specified one of the plurality of data streams, and for assembling and executing the distributed computing application stored in the read/write memory.

10-245. (Cancelled)

246. (New) A method implemented in an interactive television (TV) system, the method comprising:

receiving data, some of which represents video and some of which represents a computing application;

causing the video to be displayed;

executing the computing application to cause display of interactive information;

using one or more of the displayed video and the interactive information to present information associated with an offering;

detecting interaction caused by a viewer; and

responding to the detected interaction by causing an order for the offering to be placed.

247. (New) The method of claim 246, wherein the interaction caused by a user is associated with a single command.

248. (New) The method of claim 247, wherein the single command is selecting a single button.

249. (New) The method of claim 247, wherein the single command is pressing a single button on a television (TV) remote control.

250. (New) The method of claim 246, wherein the causing of the order for the offering to be placed is achieved by using information related to the offering and to personal information of the viewer.

251. (New) The method of claim 250, wherein the personal information of the viewer is stored at a client, the client being from an interactive television system comprising at least one client and at least one server.

252. (New) An interactive television system, the system comprising:
a receiver to receive data to be used by a computing application; and
a processing unit to:
cause the video to be displayed;
execute the computing application to cause display of interactive information;
use one or more of the displayed video and the interactive information to present
information associated with an offering;
detect interaction caused by a viewer; and
respond to the detected interaction by causing an order for the offering to be
placed.
253. (New) The interactive television system of claim 252, wherein the interaction caused by a
user is associated with a single command.
254. (New) The interactive television system of claim 253, wherein the single command is
selecting a single button.
255. (New) The interactive television system of claim 253, wherein the single command is
pressing a single button on a television (TV) remote control.
256. (New) The interactive television system of claim 252, wherein the causing of the order
for the offering to be placed is achieved by using information related to the offering and to
personal information of the viewer.
257. (New) The interactive television system of claim 256, wherein the personal information
of the viewer is stored at a client, the client being from an interactive television system
comprising at least one client and at least one server.

258. (New) A machine-readable medium having instruction data to cause a machine to:
receive data to be used by a computing application;
cause the video to be displayed;
execute the computing application to cause display of interactive information;
use one or more of the displayed video and the interactive information to present
information associated with an offering;
detect interaction caused by a viewer; and
respond to the detected interaction by causing an order for the offering to be placed.